

# James Garner

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## EMPLOYMENT HISTORY

### ENGINEER

MARCH 2016 -  
PRESENT

#### 🏢 Sony Interactive Entertainment Europe (PlayStation, SIE R&D West), London

- Full stack engineering for PlayStation's best-in-class developer support platform.
- Thought leader and individual responsibility for application's long term frontend strategy: build process, dependency management, migration of tightly coupled frontend/backend code to APIs and AngularJS clients, universal JavaScript and ES2015 (ES6) transpiling.
- JavaScript work on greenfield AWS event-driven architecture API solution with Serverless, CloudFormation, Elasticsearch and SNS. Test-driven development with Mocha, Chai, SuperTest and Sinon.JS.
- Leading agile planning and sprint reviews, presenting to stakeholders in Japan and America.
- DevOps support: infrastructure-as-code Jenkins rehosting, building a new source-controlled and self-served development environment with Chef.
- Successful "innovation time" node.js visualisation project with GitHub/Rally APIs, D3 and Grunt/Browserify/Babel.

### DEVELOPER

JANUARY 2015 -  
MARCH 2016

#### 🏢 The Client Relationship Consultancy LLP, London

- Full stack JavaScript and PHP development visualising complex data sets in D3 and beyond for the world's leading agency groups.
- Lead development of automated dossier generation with human language on agency performance.
- Contributor to open source project Hatjitsu (node.js tool for agile estimations).
- Co-lead introduction of code reviews, git workflow and bi-weekly knowledge sharing presentations.

### DATA SCIENTIST

NOVEMBER 2014 -  
OCTOBER 2015

#### 🏢 Relative Insight Ltd, Lancaster

- Developed custom Python web scrapers for high profile brands including Oxford University and Smirnoff.
- Developed and published language normalisation algorithms.

### INTERN

JUNE 2014 -  
SEPTEMBER 2014

#### 🏢 DataCentred Ltd, MediaCityUK, Manchester

- Developed and delivered a customer facing support app in Ruby on Rails and AngularJS within 3 months, reflecting internal JIRA tickets in real-time. Still in production.
- Contributor to open source project phpipam (LDAP support).
- Representative at the Greater Manchester Data Dive and described as "our awesome intern".

### DEVELOPER

JUNE 2013 - MAY  
2014

#### 🏢 NextWorldWeb Ltd, InfoLab21, Lancaster

- Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.

## LEADERSHIP & TECHNICAL SKILLS

### LEADERSHIP

- ▶ **The Computer Science Society** President (2014 — 2015)
- ▶ **InterTech LGBT+ Diversity Forum** Organiser (2014 — present)

### SKILLS: ADVANCED

★★★★☆

- ▶ **node.js, universal JavaScript, ES2015 (ES6), AngularJS, RESTful API strategy, HTML5**  
Frontend workflow (Sass, Grunt/Browserify/Babel...), open source project management

### SKILLS: PROFICIENT

★★★☆☆

- ▶ **TypeScript, three.js (WebGL/VR), D3, Data visualisation, C (Nintendo DS/Wii)**

### LANGUAGES




🌐 **English** (Native) 🌐 **German** (Fluent)

## PROFESSIONAL DEVELOPMENT







### PROJECTS

- DARK FLOW**  
2011-2012 Lead developer of true cross platform game maker in a team of 5. Complete “Aero” UI for OS X/Windows/Linux via Mono with game support for all via a .NET bytecode runner (obfuscated executable generation). Native HTML5 and JavaScript generation for browsers and mobile.
- DS GAME MAKER**  
2007-2011 Famous Nintendo DS homebrew IDE written in .NET and C. By age 17 sold over 1,500 serial codes and 350 physical ‘Homebrew Kits’. Adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.



### TALKS

- LONDON**  
NOVEMBER 2015  **One Vision: Universal JavaScript**  
Grunt build pipelines. Live demo of writing a PHP to JavaScript transition layer in ES2015 (ES6).
- UNIVERSITY OF DUNDEE**  
NOVEMBER 2014  **Nintendo DS Homebrew, 2014 Edition**  
DunDDD conference. “Adventures in the retro Homebrew Scene” and live demo of writing Nintendo DS homebrew.
- UNIVERSITY OF LANCASTER**  
JANUARY 2014  **Facebook Data Analysis**  
“What does Facebook say about you? I will show how we can leverage Computer Science to learn about our own everyday on-line interactions.” .NET NLP framework for analysing Facebook chat logs to create a private social graph.

### CONFERENCES & HACKATHONS

- SEPTEMBER 2016  **Capco Hackathon with Monzo and Logr**  
First Prize. Clustering spend data from Monzo’s API to create financial personality profiles delivered by RESTful API (node.js/restify). Tinder-like profile matching client (AngularJS, ES2015 (ES6)). Deployed to DigitalOcean within ~5 hours’ keyboard time. Team of 3.
- FEBRUARY 2016  **PHP UK Hackathon**  
Second Prize. Real time websocket powered Twitter sentiment analysis “battle between two topics” with MonkeyLearn, Pusher, AngularJS and HTML5 canvas tag clouds.
- NOVEMBER 2014  **Global Startup Weekend 2014**  
First Prize. Developed a one line JavaScript plug-in for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.
- JULY 2014  **Greater Manchester Data Dive**  
Statistical analysis and heatmapping of ~700,000 Tweets from the Greater Manchester region to find ways to strengthen the local community. Team of ~8.
- APRIL 2014  **InfoLab21 Showcase (University of Lancaster)**  
Presented personal research piece “Geosocial Networking Security” alongside PhD students, looking at reverse engineering of Grindr to automatically find user locations.
- MARCH 2014  **Hack Smart Streets 2014 (University of Lancaster)**  
‘Most Commercially Viable’ Prize. Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery using ffmpeg and .NET image analysis. Team of 4.
- MORE... LeedsHack 2013: First Prize. Mobile AR game ‘Pacman City’ on Google Maps. Team of 3.  
LeedsHack 2012: Real-time multi-player Tower Defence on Google Maps. Team of 3.

## EDUCATION

- 2012 – 2015  **2:1 Computer Science BSc (Hons), University of Lancaster, UK**  
Distributed Systems; AI; Advanced Internet & Mobile Applications; Operating Systems & Concurrency; Functional Programming (Erlang/Python); Digital Systems (Pure Mathematics, Assembly, Compilers).
- 2012  **German Studies, University of Lancaster, UK**